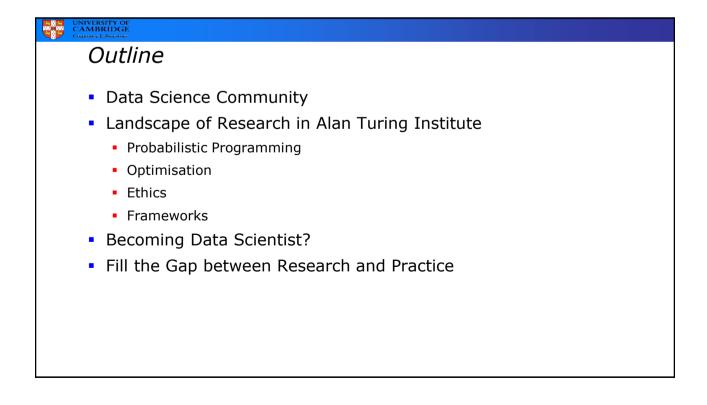
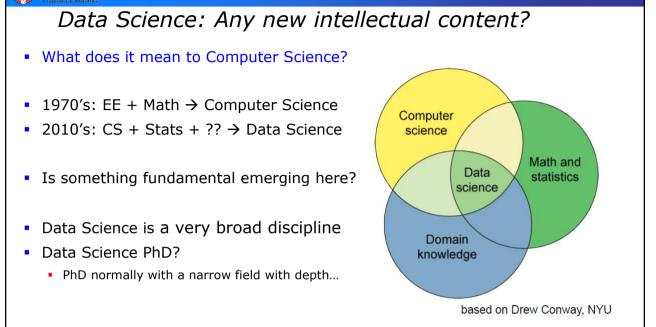
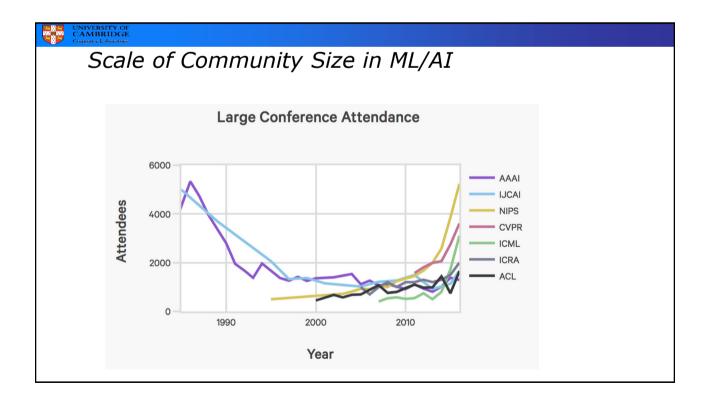


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NIPS: 8000 Attendees in 2017			
:	Randomness of Paper acceptance? In 2016, 2,406 papers were submitted and 568 were accepted for a 24% acceptance rate. In 2017, 679 papers out of 3,240 submitted were accepted		
	for a 21% acceptance rate. In 2014, Corinna Cortes and Neil Lawrence ran the NIPS experiment where		
	1/10th of papers submitted to NIPS went through the NIPS review process twice, and then the accept/reject decision was compared.		
	The 26% disagreement: Given 22% acceptance rate, The immediate implication is that between 1/2 and 2/3 of papers accepted at NIPS would have been rejected if reviewed a second time.		
•	http://blog.mrtz.org/2014/12/15/the-nips-experiment.html		
	In particular, about 57% of the papers accepted by the first committee were rejected by the second one and vice versa. In other words, most papers at NIPS would be rejected if one reran the conference review process (with a 95% confidence interval of 40-75%).		

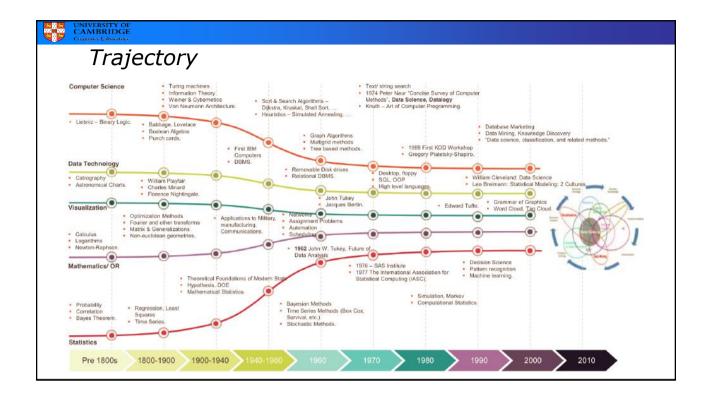
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SysML Conference spawn in 2018-2019

- SysML is a conference targeting research at the intersection of systems and machine learning
- Aims to elicit new connections amongst these fields, including identifying best practices and design principles for learning systems, as well as developing novel learning methods and theory tailored to practical machine learning workflows

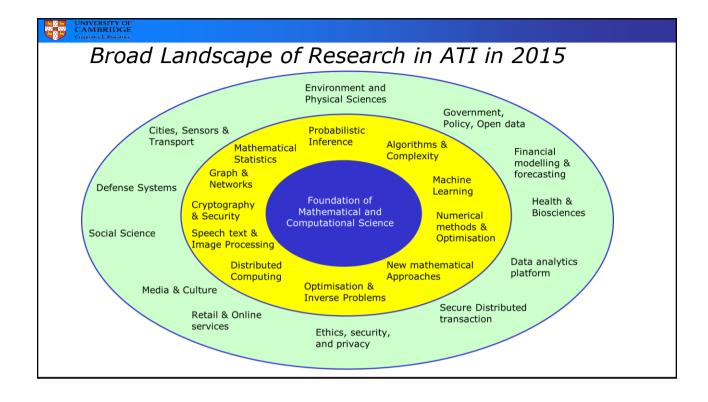
Steering Committee

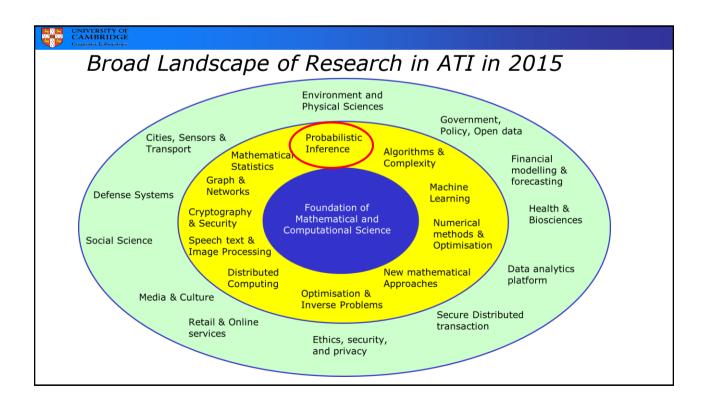
Jennifer Chayes Bill Dally Jeff Dean Michael I. Jordan Yann LeCun Fei-Fei Li Alex Smola Dawn Song Eric Xing

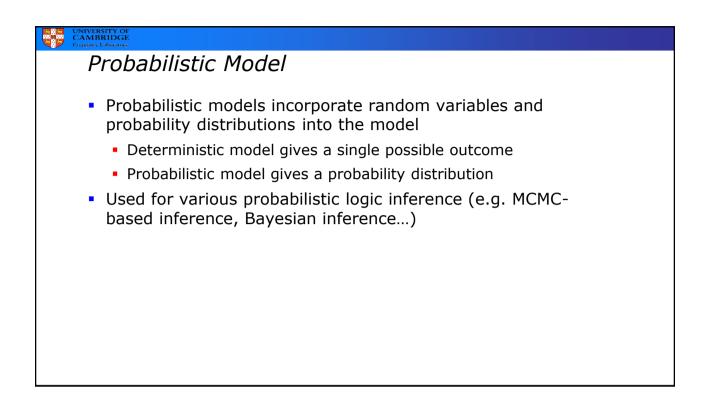


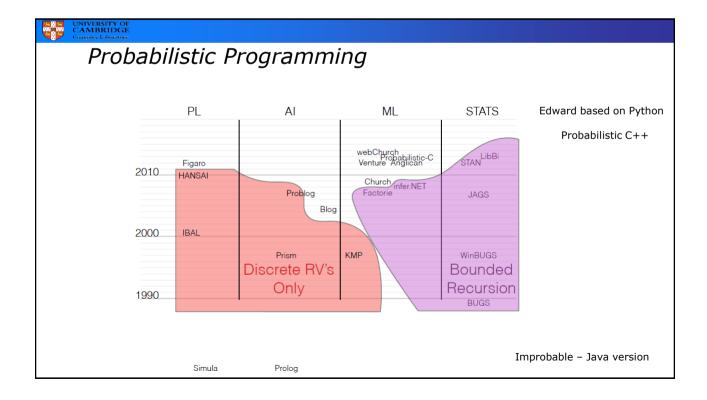
CAMBRIDGE COMMERCIANCE Alan Turing Institute (ATI) Established in 2015 in London as a National Institute for Data Science >£20M Capital Investment from Government

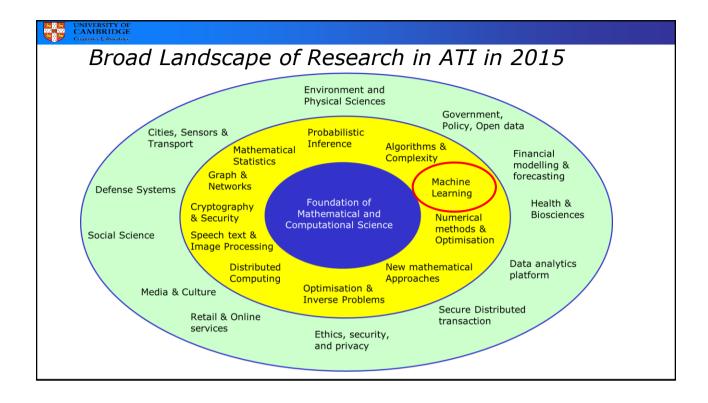
- Originally 5 Universities formed core body (UCL, Warwick, Edinburg, Oxford and Cambridge) and now expanded to 13 universities
- Goal: Data Science and after 2018 Artificial Intelligence
- Translating output into practice

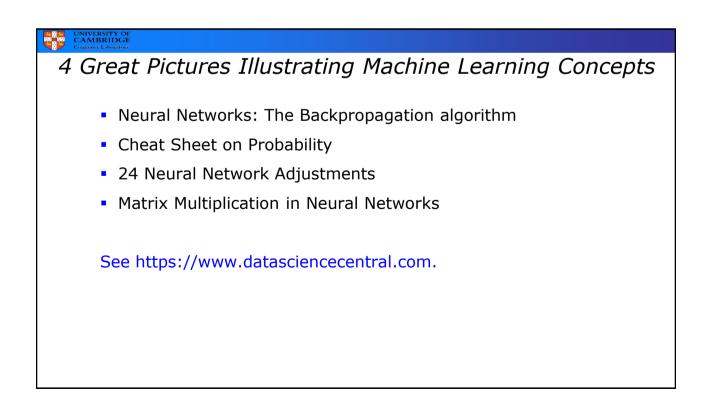


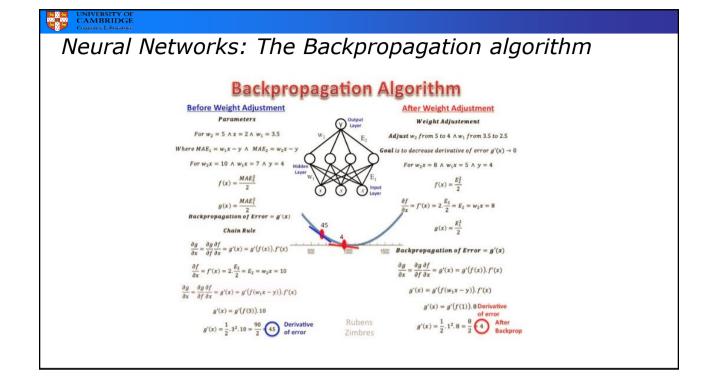


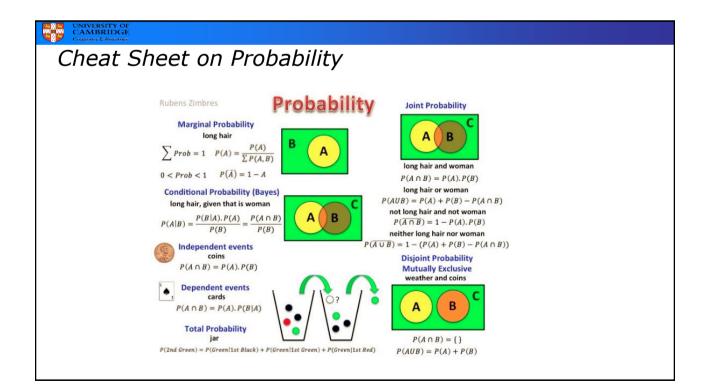












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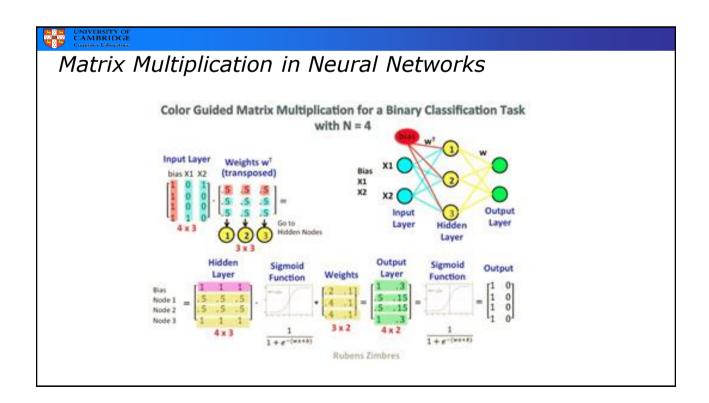
24 Neural Network Adjustments

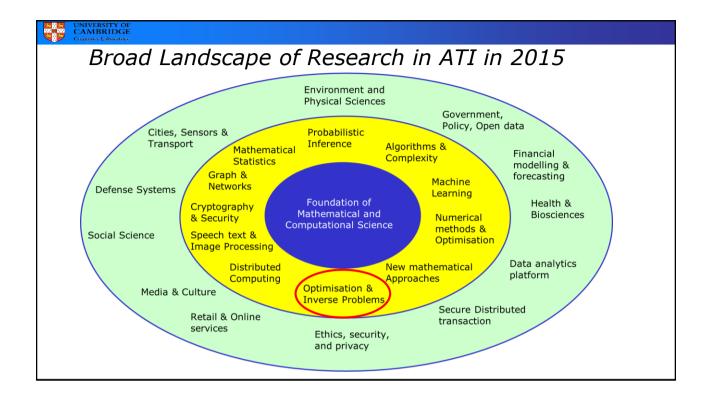
ARCHITECTURE

- Variables type
- Variable scaling
- Cost function
- Neural Network type:
- RBM,FFN,CNN,RNN...
- Number of layers
- Number of hidden Layers
- Number of nodes
- Type of layers:
 - LSTM, Dense, Highway
 - Convolutional, Pooling...
- Type of weight initialization
- Type of activation function
 Linear, sigmoid, relu...
- Dropout rate (or not)
- Threshold

HYPERPARAMETER TUNING

- Type of optimizer
- Learning rate (fixed or not)
- Regularization rate (or not)
- Regularization type: L1, L2, ElasticNet
 - Type of search for local minima:
 - Gradient descent, simulated
 - annealing, evolutionary...
- Batch size
- Nesterov momentum (or not)
- Decay rate (or not)
- Momentum (fixed or not)
- Type of fitness measurement:
 - MSE, accuracy, MAE, cross-entropy,
 - precision, recall
- Epochs
- Stop criteria

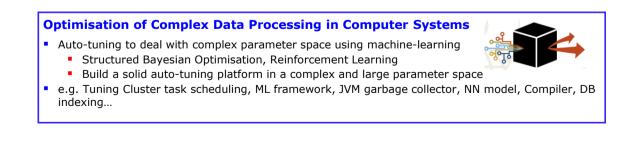


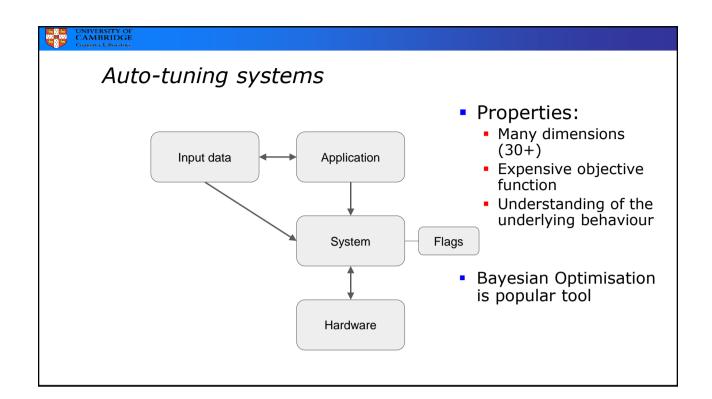


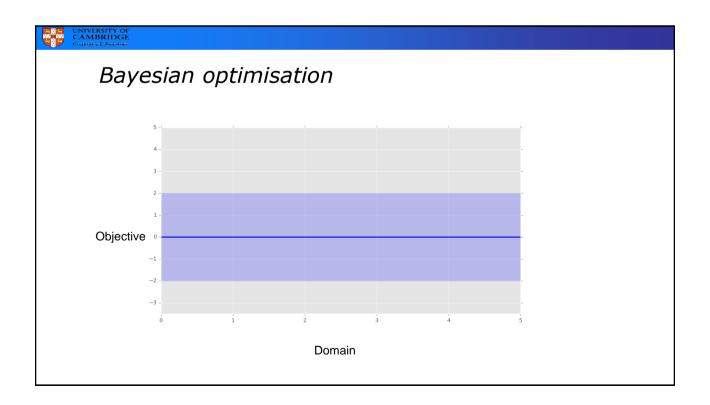
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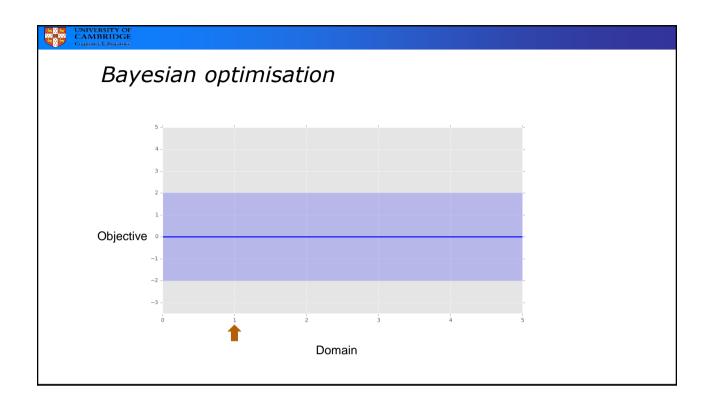
Tuning Computer Systems

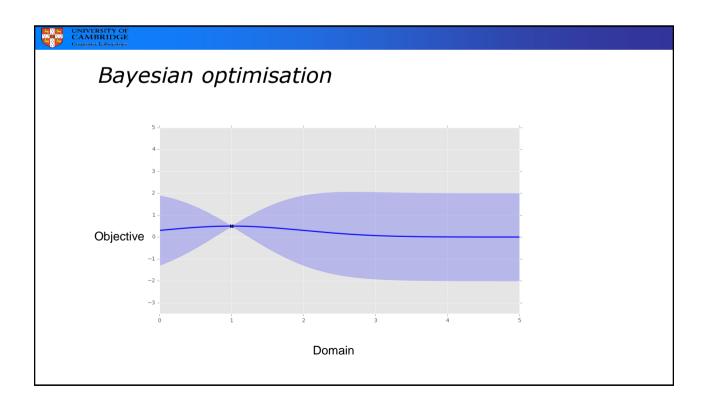
- Complex configuration parameter space and increasing number of parameters
- Configurations need tuning to optimise resource utilisation, minimise cost
- Containerisation means software is frequently restarted and deployed in new contexts
- Hand-crafted solutions impractical, often left static or configured through extensive offline analysis
- Auto-tuning: automatically determine parameters, e.g. resources for Hadoop job

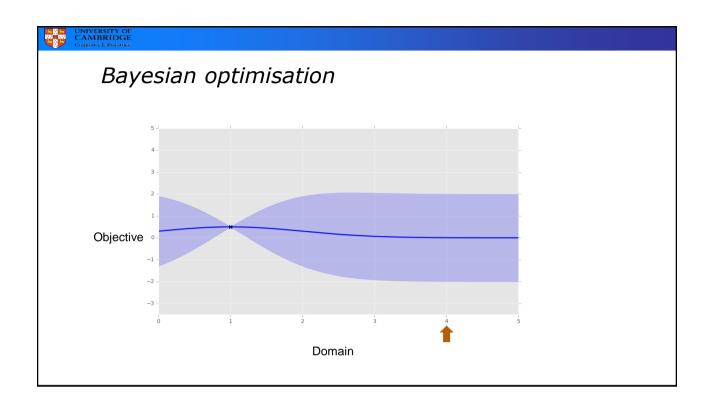


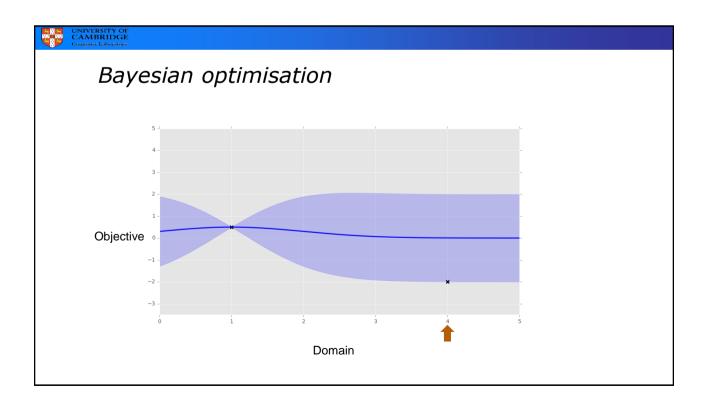


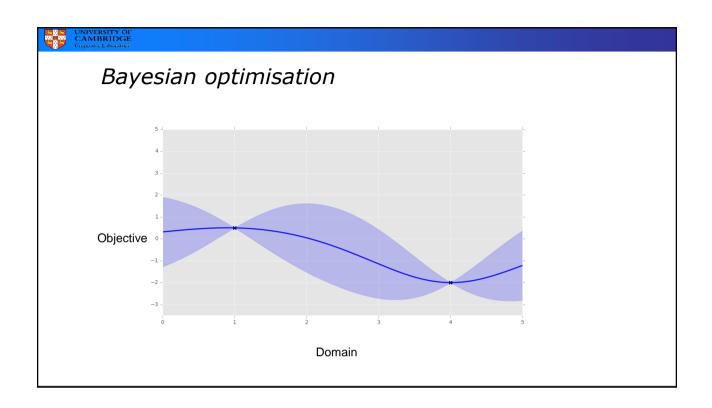


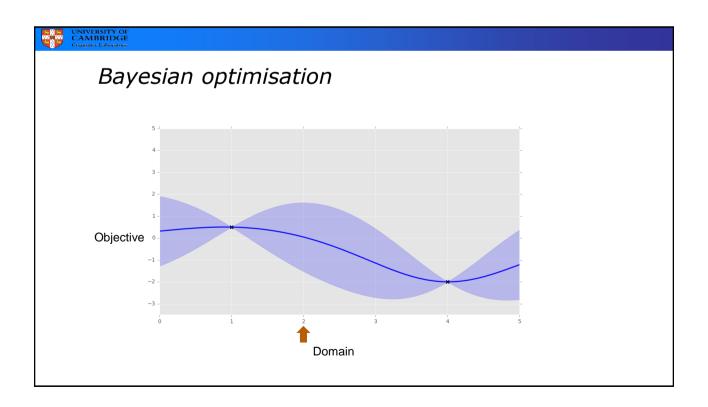


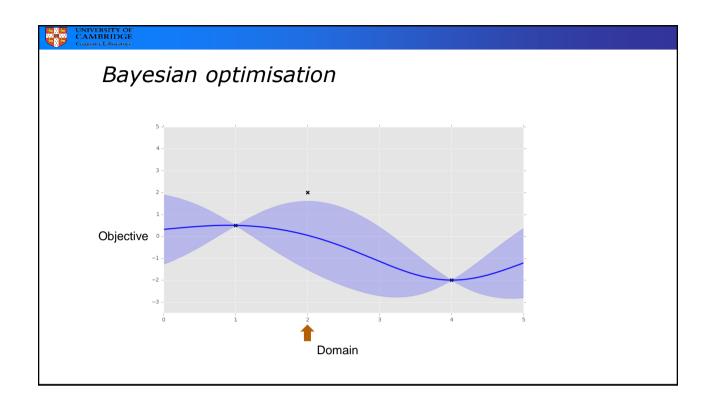


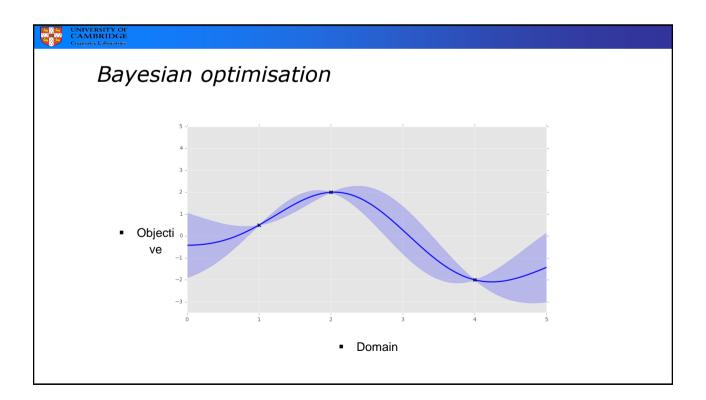


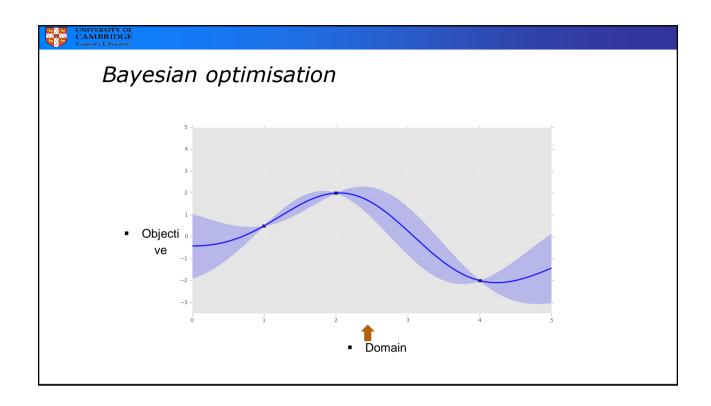


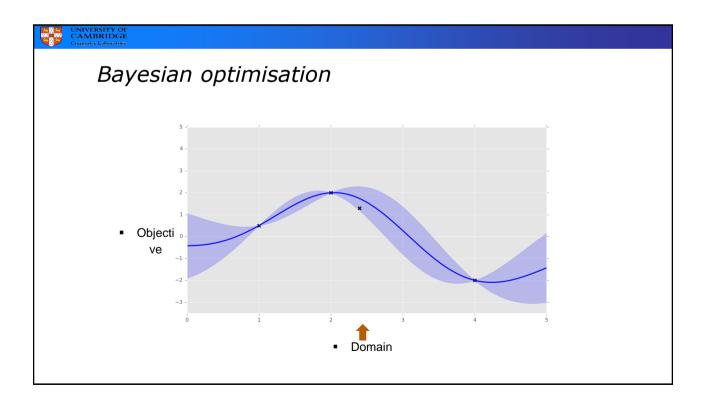


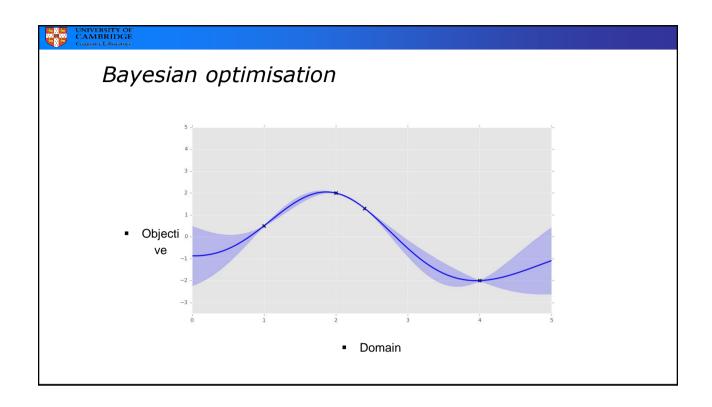


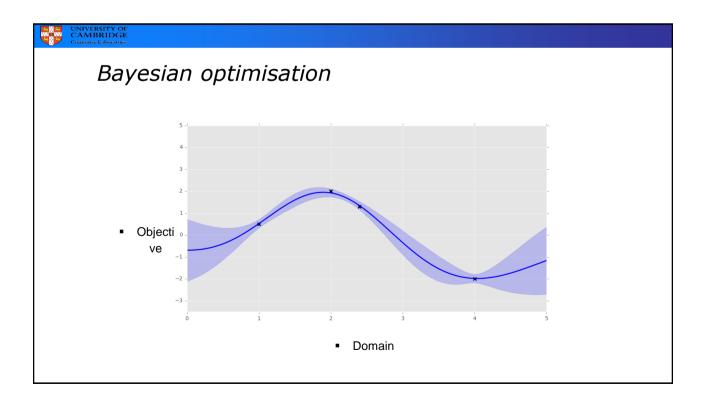


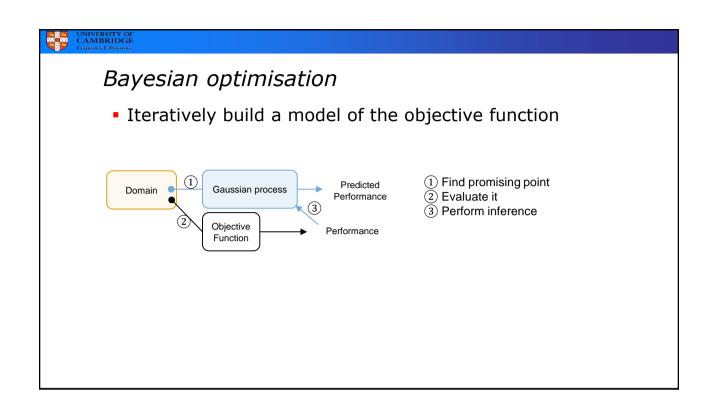


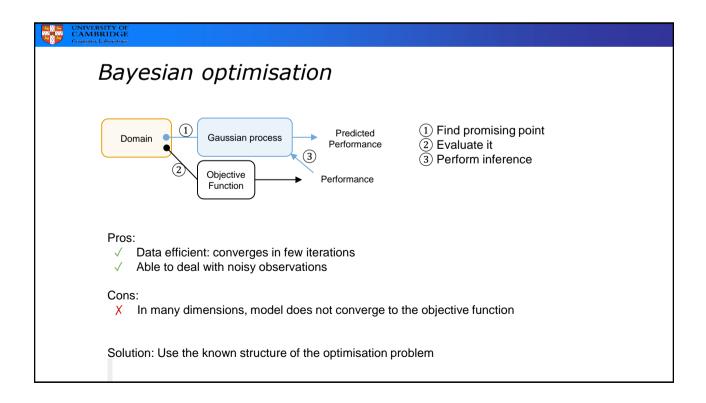


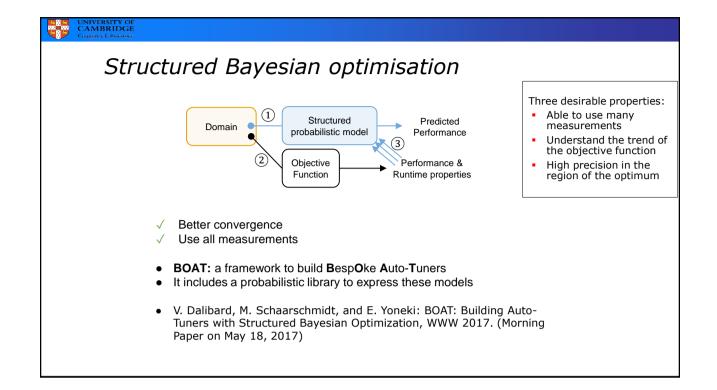


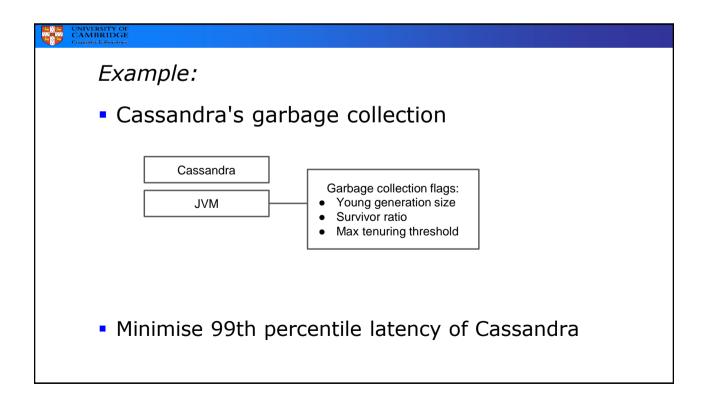


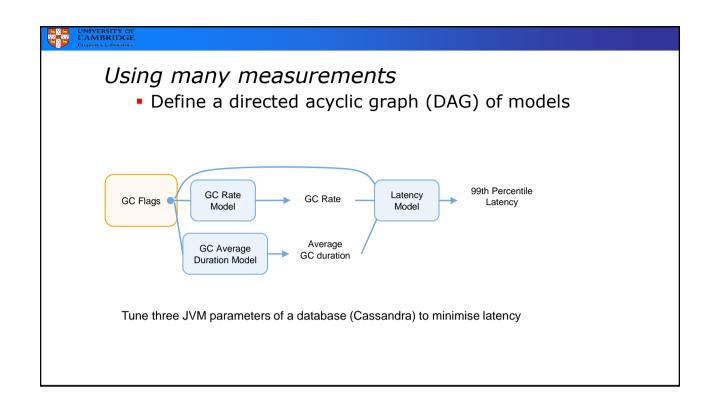


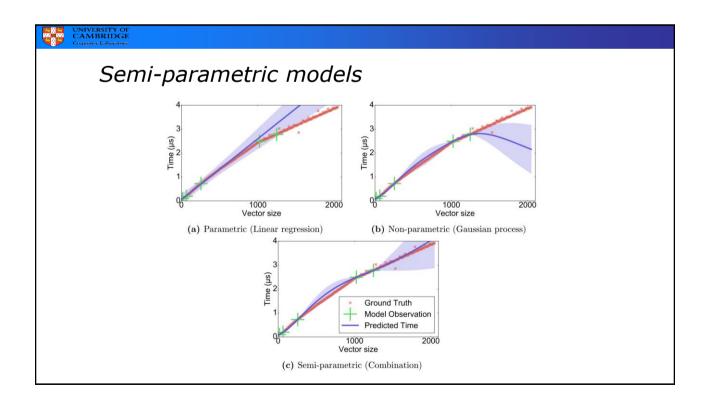












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Computer Systems Optimisation Models

- Long-term planning: requires model of how actions affect future states. Only a few system optimisations fall into this category, e.g. network routing optimisation.
- Short-term dynamic control: major system components are under dynamic load, such as resource allocation and stream processing, where the future load is not statistically dependent on the current load. Bayesian optimisation is sufficient to optimise distinct workloads. For dynamic workload, Reinforcement Learning would perform better.
- Combinatorial optimisation: a set of options must be selected from a large set under potential rules of combination. For this situation, one can either learn online if the task is cheap via random sampling, or via RL and pretraining if the task is expensive, or massively parallel online training given sufficient resources.

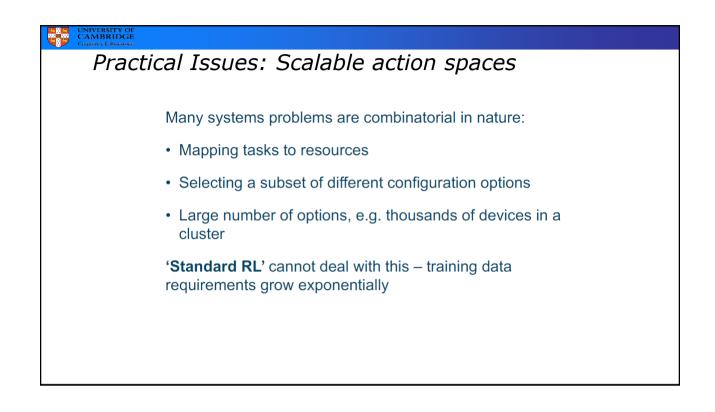
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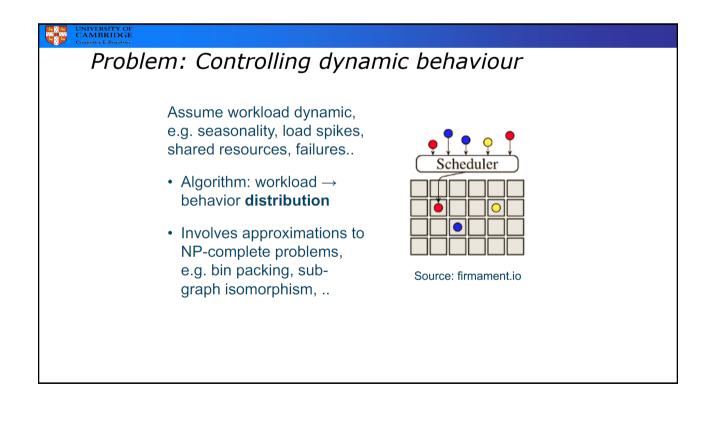
Towards Reinforcement Learning

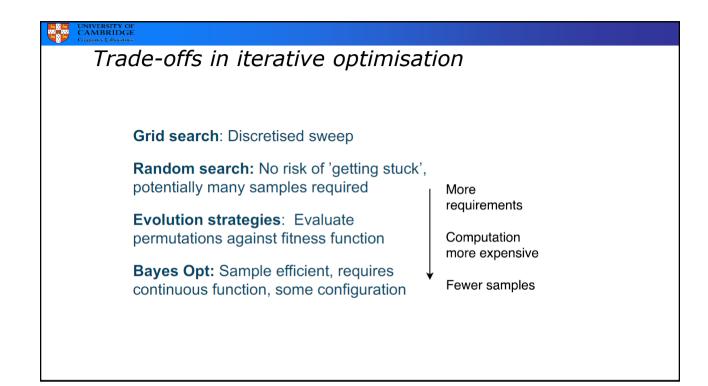
- Given a set of actions with some unknown reward distributions, maximise the cumulative reward by taking the actions sequentially, one action at each time step and obtaining a reward immediately.
- To find the optimal action, one needs to explore all the actions but not too much. At the same time, one needs to exploit the best action found so-far by exploring.
- What makes reinforcement learning different from other machine learning paradigms?
 - There is no supervisor, only a reward signal
 - Feedback is delayed, not instantaneous
 - Time really matters (sequential)
 - Agent's actions affect the subsequent data it receives

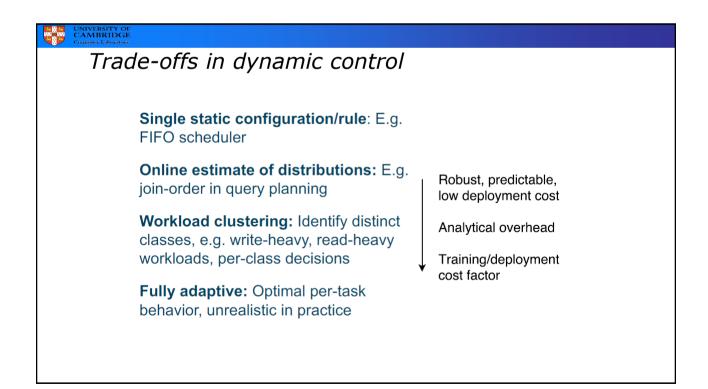
AlphaGo defeating the Go World Champion

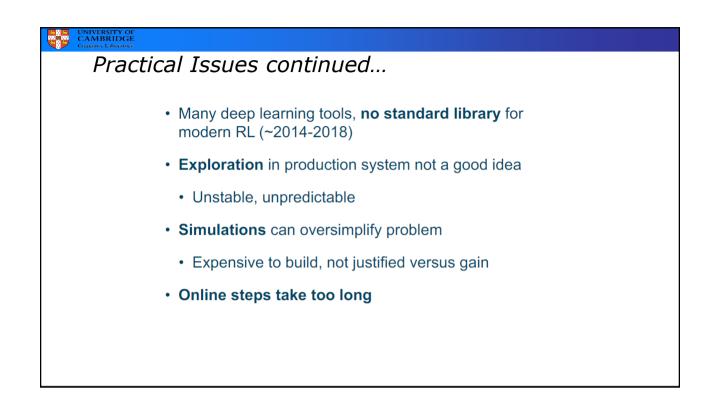


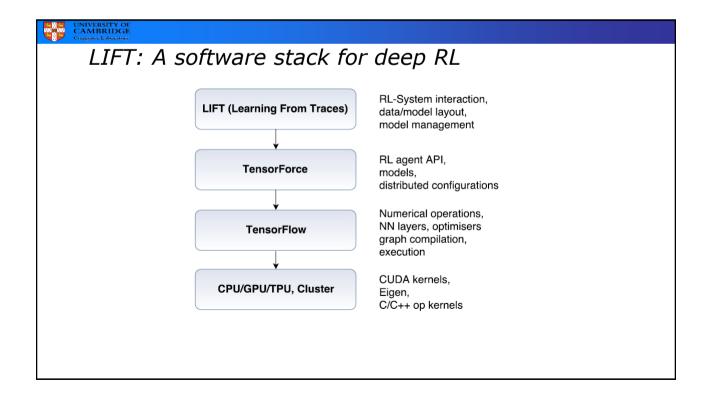












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Dynamic Control Flow in Current Frameworks

- There are static computation frameworks WITHOUT dynamic control flow (mxnet, cntk) -> dynamic control flow is in the out of graph host program.
- There are dynamic computation graph frameworks WITH dynamic control flow (PyTorch, DyNet) -> graph is only implicitly defined via imperative operations, cannot do static graph optimisations, typically slower but easier to use.
- There is static computation with dynamic differentiable control flow in the graph -> only TensorFlow offers this among modern deep learning frameworks.

UNIVERSITY OF CAMBRIDGE Comparts Laburators				
OWL Architecture for OCaml				
Owl	Actor	Owl + Actor = Distributed & Parallel Analytics		
Composable Services				
ML & NLP Neural Network Zoo System	GPGPU	Owl provides numerical backend; whereas Actor implements the mechanisms of		
Classic Analytics	Map-Reduce Engine	distributed and parallel computing. Two parts are connected with functors.		
Algorithmic Differentiation Linear Algebra Visualisation	Parameter Server Engine	Various system backends allows us to write code once, then run it from cloud to edge		
Maths & Stats Regression Optimisation		devices, even in browsers.		
Core	Peer-to-Peer Engine	Same code can run in both sequential and parallel mode with Actor engine.		
Ndarray CBLAS, LAPACKE Eval & Memory Interface Management	Synchronous Parallel Machine			
	·			
By Liang Wang in 2018				

